

PROVIDING GAME INFORMATION VIA CHARACTERS IN A GAME ENVIRONMENT

ABSTRACT OF THE DISCLOSURE

Providing game information via character in a game environment comprises monitoring a position of a character in the game environment, providing visual information to the user based on the position of the character in the game environment, the visual information being presented as a modification of the character, and providing audio information to the user based on the position of the character in the game environment, the audio information being presented as statements from another character. A visual information module visually provides game information to the user within the context of the game environment and an audio information module audibly provides game information to the user within the context of the game environment.